Local Linearizability

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joint work with:

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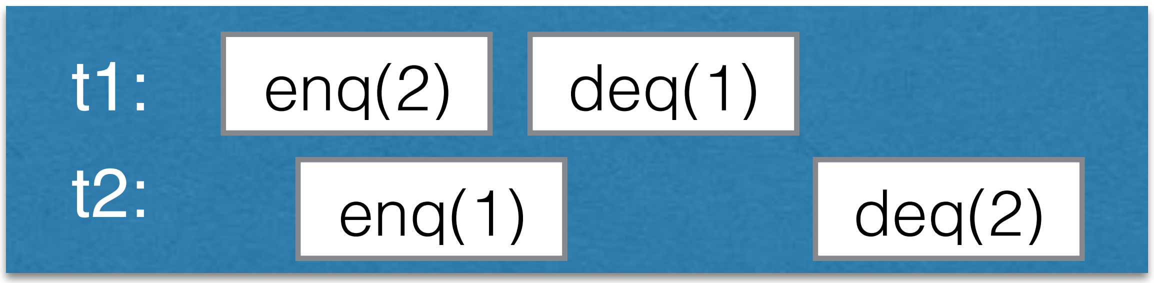
Helmut Veith Memorial Workshop, Obergurgl, 1.2.17

Concurrent Data Structures
Correctness and Performance

Semantics of concurrent data structures



e.g. pools, queues, stacks

- Sequential specification = set of legal sequences

e.g. queue legal sequence
enq(1)enq(2)deq(1)deq(2)

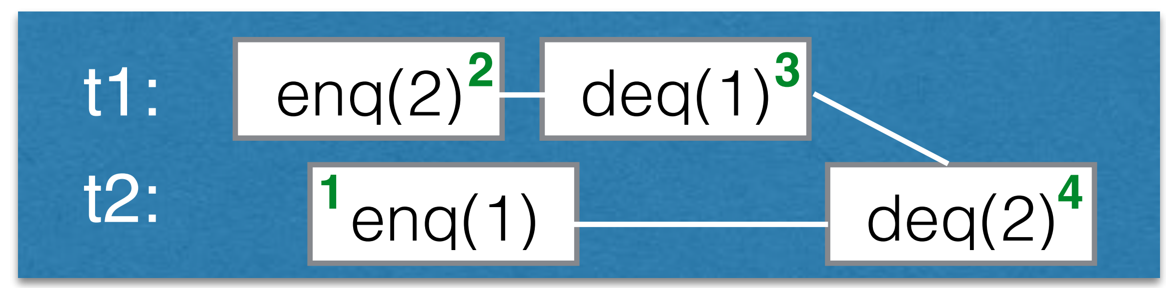
- Consistency condition = e.g. linearizability / sequential consistency

e.g. the concurrent history above is a linearizable queue concurrent history

Consistency conditions

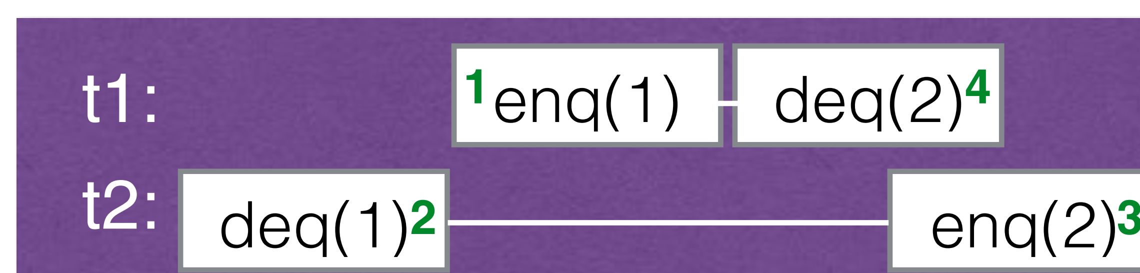
there exists a legal sequence that preserves precedence

Linearizability [Herlihy,Wing '90]

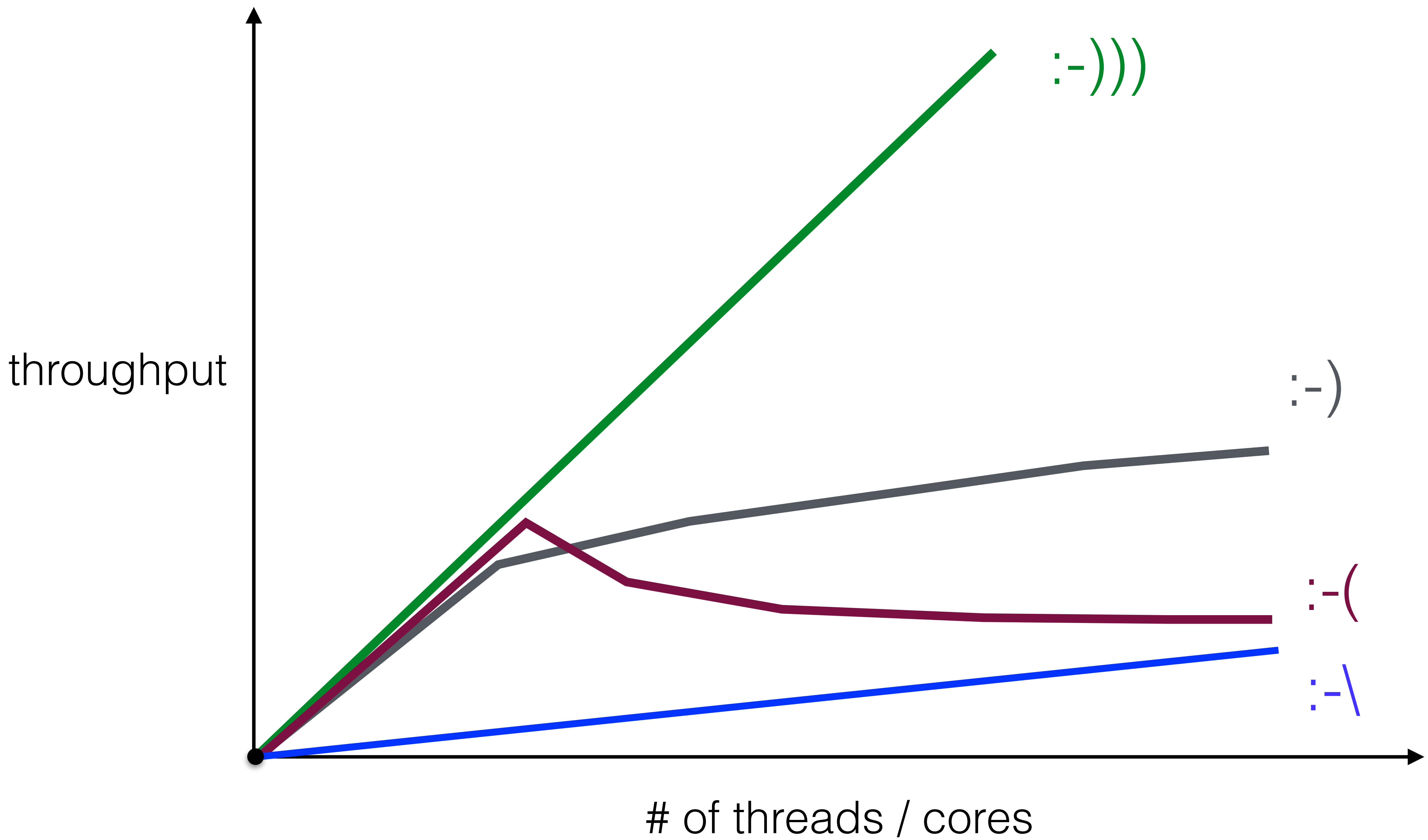


Sequential Consistency [Lamport'79]

there exists a legal sequence that preserves per-thread precedence (program order)



Performance and scalability



Relaxations allow trading

correctness
for
performance

provide the potential for better-performing implementations

Relaxing the Semantics

not "sequentially correct"

Quantitative relaxations - POPL13
Henzinger, Kirsch, Payer, Sezgin,S.

- Sequential specification = set of legal sequences
- Consistency condition = e.g. linearizability / sequential consistency

Local linearizability - CONCUR16
in this talk

for queues only
(feel free to ask for more)

too weak

Local Linearizability main idea

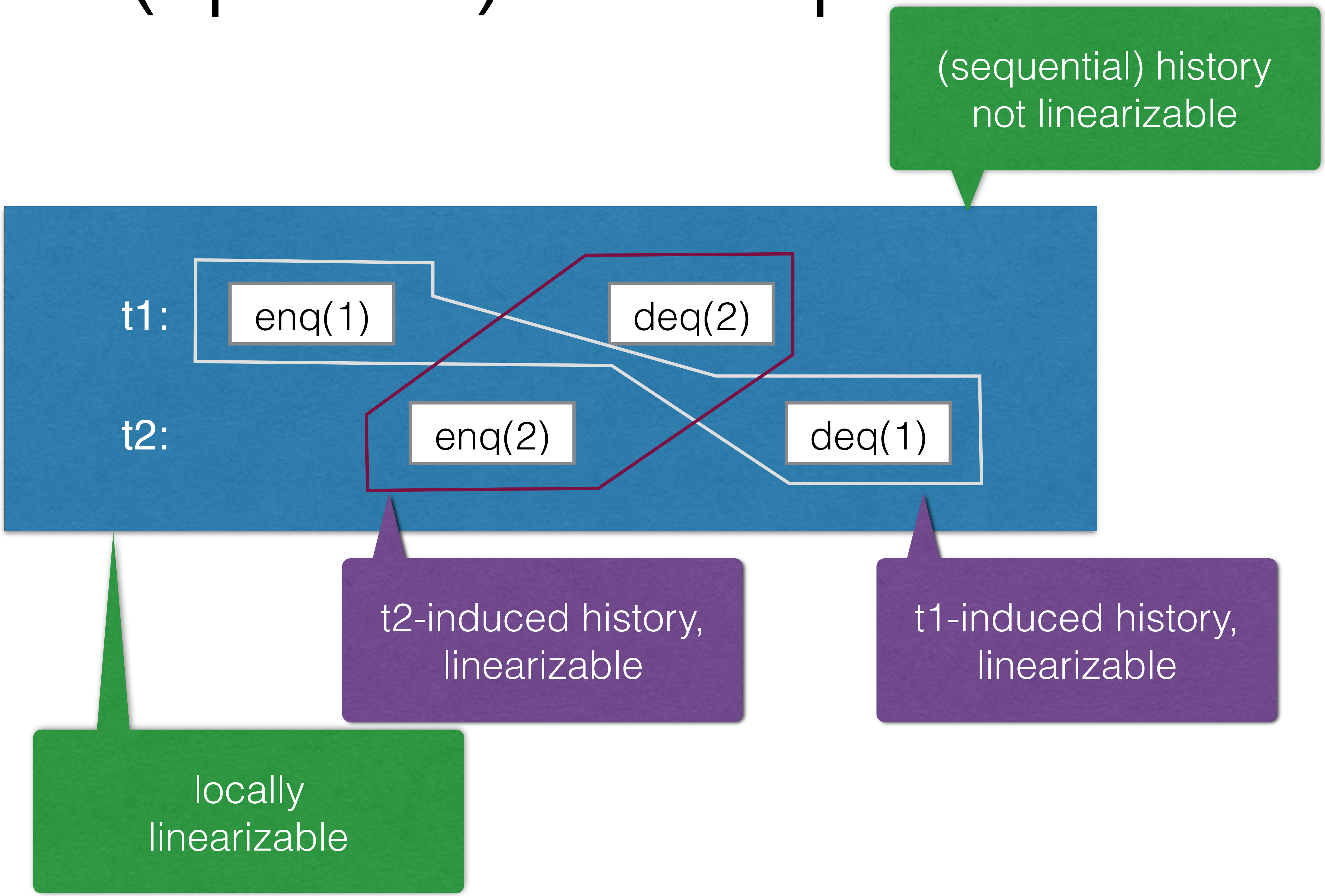
Already present in some shared-memory consistency conditions (not in our form of choice)

- Partition a history into a set of local histories
- Require linearizability per local history

no global witness

Local sequential consistency… is also possible

Local Linearizability (queue) example



Local Linearizability (queue) definition

Queue signature $\Sigma = \{enq(x) \mid x \in V\} \cup \{deq(x) \mid x \in V\} \cup \{deq(empty)\}$

For a history **h** with a thread T, we put

$$I_T = \{enq(x)^T \in \mathbf{h} \mid x \in V\}$$

$$O_T = \{deq(x)^{T'} \in \mathbf{h} \mid enq(x)^T \in I_T\} \cup \{deq(empty)\}$$

in-methods of thread T are enqueues performed by thread T

out-methods of thread T are dequeues (performed by any thread) corresponding to enqueues that are in-methods

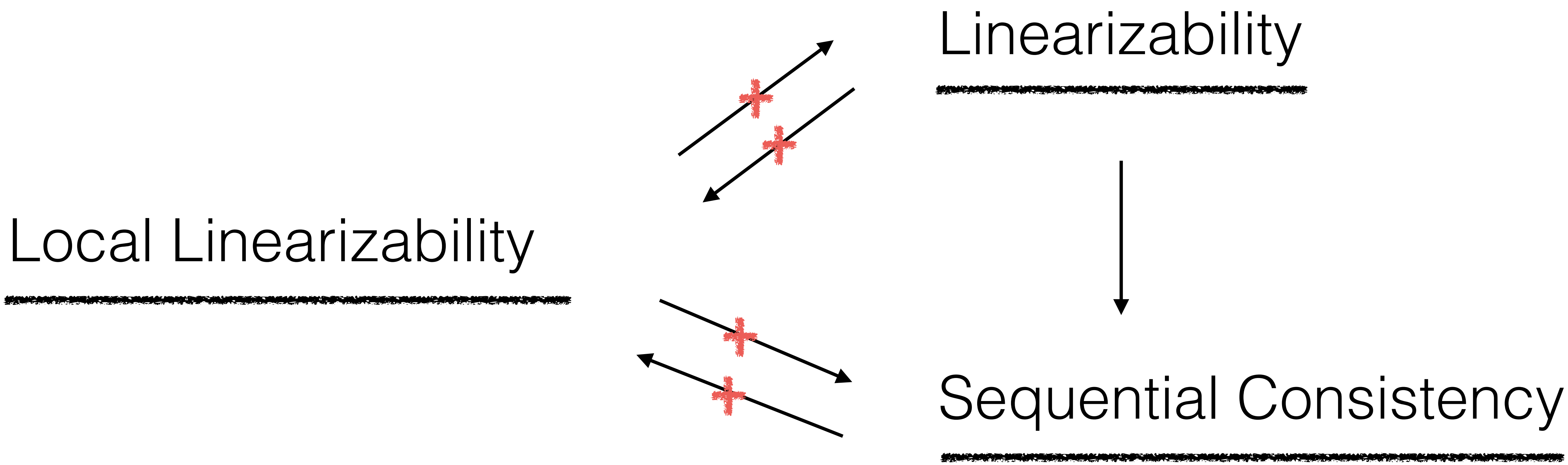
h is locally linearizable iff every thread-induced history

$$\mathbf{h}_T = \mathbf{h} \mid (I_T \cup O_T)$$

is linearizable.

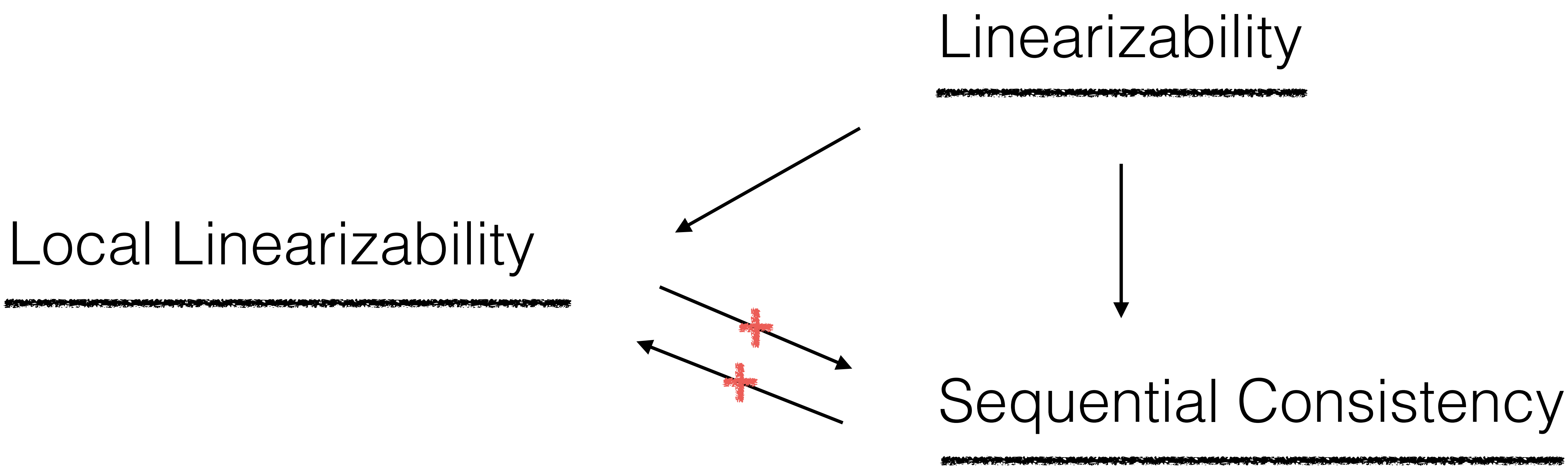
Where do we stand?

In general



Where do we stand?

For queues (and most container-type data structures)



Properties

Local linearizability is compositional

> like linearizability
> unlike sequential consistency

h (over multiple objects) is locally linearizable
iff
each per-object subhistory of **h** is locally linearizable

Local linearizability is modular / "decompositional"

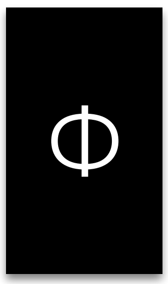
> uses decomposition into smaller histories, by definition

↓

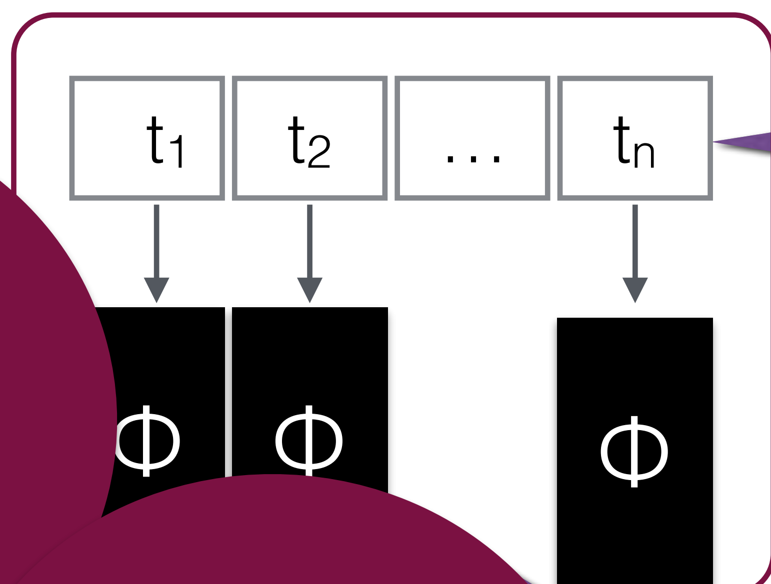
may allow for modular verification

Generic Implementations

Your favorite linearizable data structure implementation



turns into a locally linearizable implementation by:



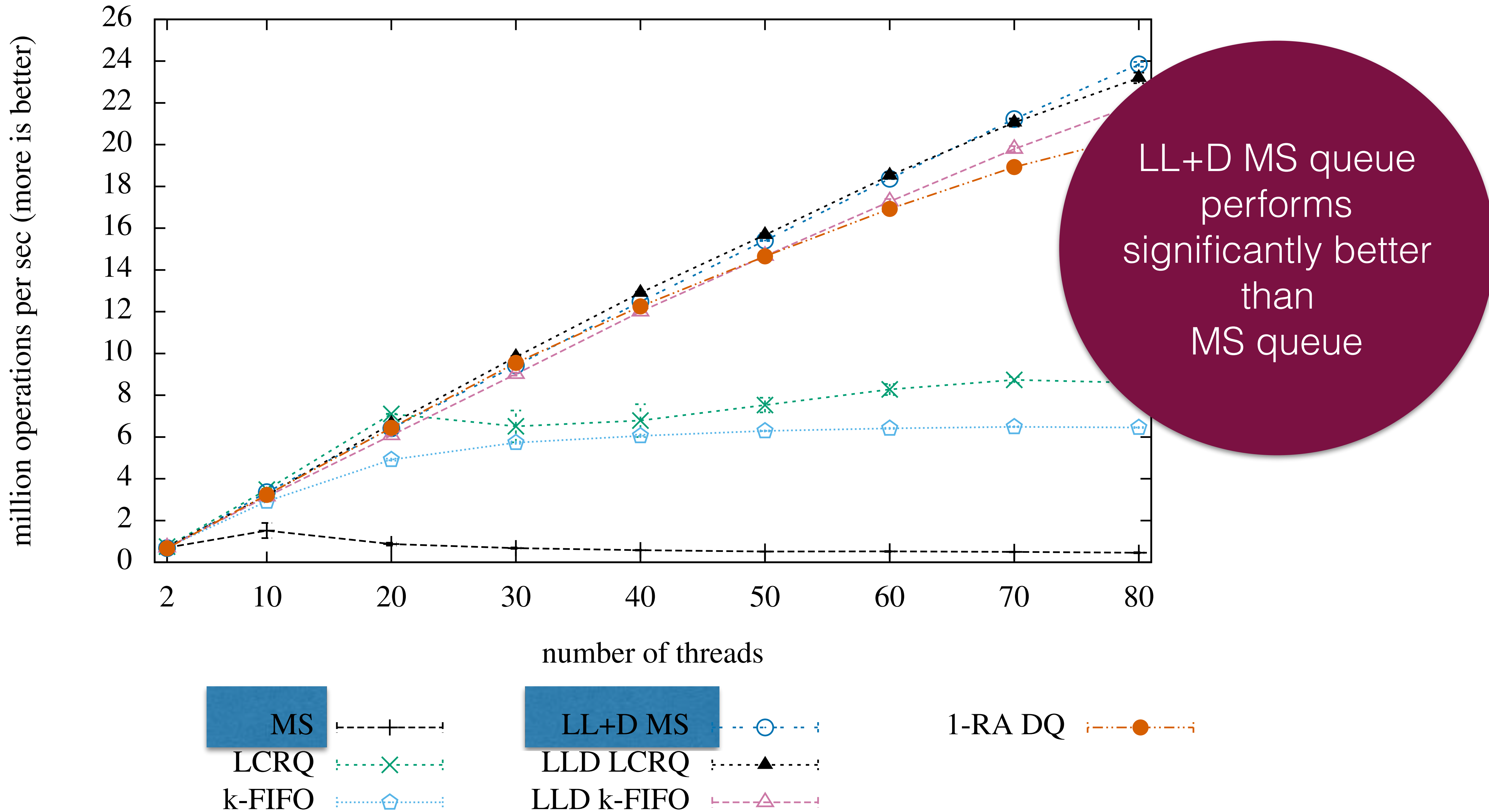
segment of possibly dynamic size (n)

LLD Φ (locally linearizable)

LL+D Φ (also pool linearizable)

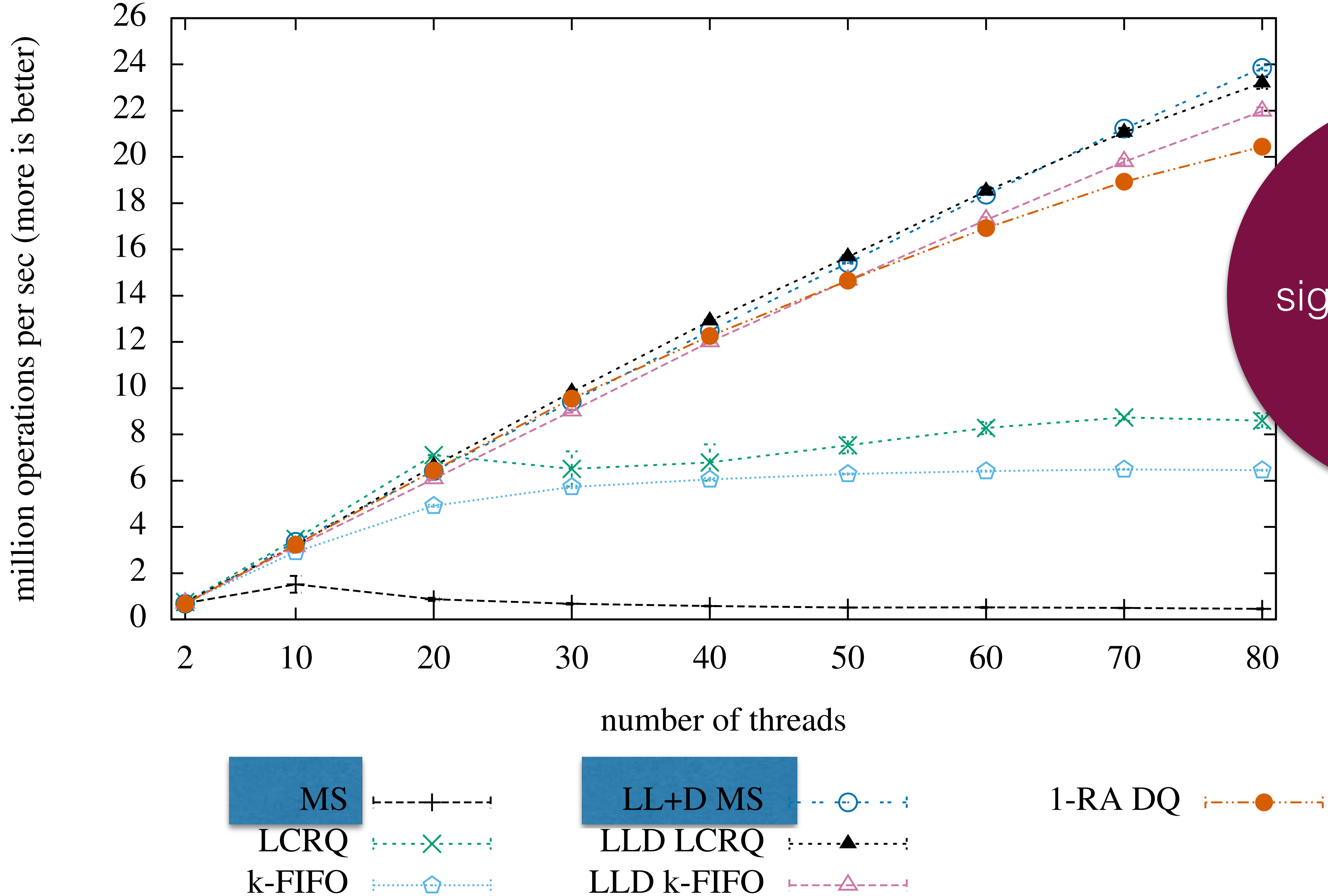
local inserts / global (randomly distributed) removes

Performance



(a) Queues, LL queues, and "queue-like" pools

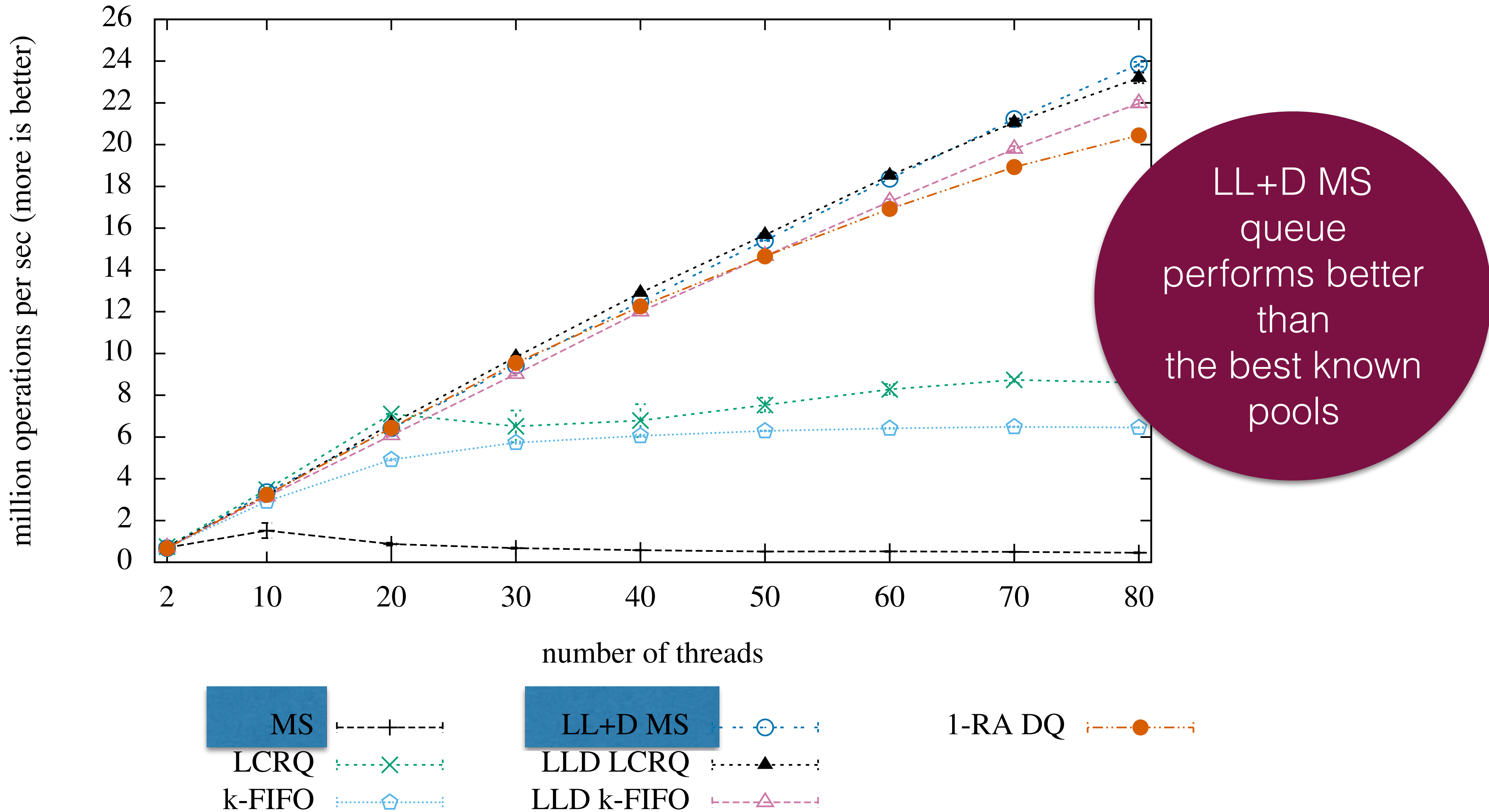
Performance



(a) Queues, LL queues, and "queue-like" pools

LLD Φ performs significantly better than Φ

Performance



(a) Queues, LL queues, and “queue-like” pools

Thank You!

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